

line 12, change "Application No  
28896/95." to --Publication No. AU-A-28896/95.--;

line 13, after "device" insert --(also  
referred to as a control housing)--;

line 13, after "example." insert new  
sentence: ~~+-~~The control housing consisted of a transparent  
key pad arranged to overlie a smart card/memory card having  
indicia regularly arranged on the surface of the card at  
positions corresponding to the keys on the keypad.~~+-~~;

line 14, change "card 3" to --smart  
card--;

line 15, change "same" to --the smart  
card--, change "housing 1" to --control housing--;

line 16, change "housing 1" to --control  
housing--, change "card 3" to --smart card--;

line 17, delete "the radio manufacturer,  
etc.";

line 18, change "control" to --control  
device--;

line 19, change "the housing 1" to  
--a generic card reading device--, change "card 3." to  
--smart card.--;

line 20, change "card 3" to --smart  
card--;

line 22, change to --application.--; and  
lines 23-29, delete.

Page 4, lines 1-13, delete.

Page 16, line 25, before "Fig. 17" insert the  
following three<sup>1</sup> new paragraphs:

\*-There is a problem which arises in relation to smart cards in that there is no "keyboard feedback" to the user. With a conventional keyboard, the movement of the pressed key provides the user with a generally reliable indication that the key has been effectively pressed. However, with a touch sensitive screen or capacitive sensing, there is no equivalent movement.

Further, particularly in relation to smart cards where the user stimulated region operates an interface procedure, two additional problems arise. The first of these is that no change in a screen display, for example, may occur immediately following the successful "pressing" of an icon or region through a touch sensitive panel. This is because a computer processor may well be loading and/or executing instructions - giving rise to a substantial delay.

Secondly, pressing the same icon or region twice in succession often leads to a further, and different, set of instructions being issued. Thus, if the user should press